



Building the Universities of the Future  
through Social Innovation Education

## Newsletter II

### IO1 IS UPON COMPLETION

The intellectual output entitled "BUFSIE Framework for embedding SIE in HEIs" is in the final stage. Partners worked both on desk and field research. The desk research aimed the identification of the contextual specificities and needs in partner countries, and the focus of the field research was on assessment of the existing social innovation culture and the needs of students.

The BUFSIE Framework consists of a baseline analysis capturing the level that Social Innovation Education that is conceived and provided through different university disciplines as well as the current situation in universities in relation to how SIE is perceived and how. It also identified the training needs of academics for effectively integrating SIE in their settings. In total, 90 students and more than 50 educators/university professors from Cyprus, Croatia, Germany, Greece and Spain participated in the field research part of our study.

A basic finding from the research is that the concept of Social Innovation Education (SIE) is a rather new term in the university context. In some countries, like in Croatia, it is an emerging field, while in others the existence of SIE elements appears to depend on the discipline or the field of study. However, the perception of both educators and students about SIE is more than positive. For instance, the students in particular call for an institutionalization of SIE in the standard curriculum and a connection with the ECTS system.

The full report will be soon available on our website!

### 2ND TRANSNATIONAL PROJECT MEETING

On the 20th of January 2022, we organised the 2nd transnational meeting which was supposed to be held in Zagreb, Croatia, but it was held online due to COVID-19 circumstances. During that meeting, we discussed about the development of the four outputs of BUFSIE and more specifically the stages and details of each one specifically. During that meeting, we had the chance to experience a teaser of the Serious Game (IO4) and discussed about the different scenarios.



### COMING UP

The consortium is currently organizing the content for IO2 and IO3. The former is entitled 'BUFSIE replication toolbox' and its main objective is to deliver all the supporting materials and tools that shall be utilized by universities applying the BUFSIE model in a more concrete and straightforward way. IO3 is 'BUFSIE blended training programme' which aims to support university teachers in being trained in new, innovative, and socially beneficial pedagogical practices. That training programme will be piloted and validated by all partners in the training activity which will take place in Cyprus in October.

Focusing on IO4 'BUFSIE Serious Game introducing SIE', this output aims to develop a digital game for assisting academics to easily introduce SIE to their students and engage them in co-creation and change-making skills development.

After the consortium define the learning contents and learning objectives of the digital game, seven game scenarios have been created. Each one is focusing on different social phenomenon touching upon different the SDGs: SDG 4 Quality Education, SDG 11 Sustainable cities and communities, SDG 12 Responsible consumption & production, SDG 2 Zero Hunger, SDG 14 Life on Land, SDG 10 Reduce inequality and SDG 16 Peace, Justice & Strong Institutions.

**Serious game is now in its technical implementation process using the environment Unity 3D.**

### WHO WE ARE



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